

## Paper Garment Prototype, created alongside Brun Stöver and Ioana Stefanescu.

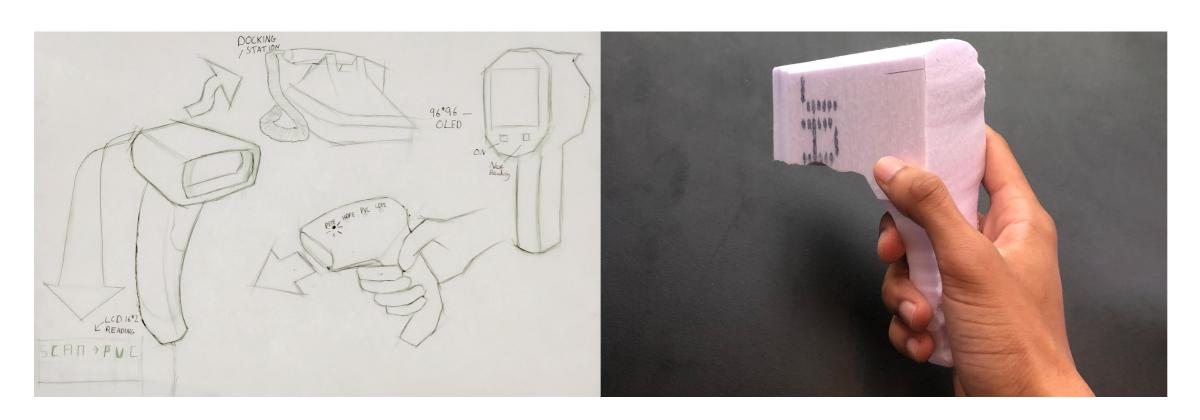
This project was created through the logging of moments of connections with those close to us. This data was then collected and processed to create a visual plot of common times connections were made, and whether the interactions were positive or negative, affected the shade of the area.

This data map was then printed and shaped by us into a wearable garment.

'ScanPlast' is a handheld device that uses a spectroscopic sensor to distinguish a plastics' type.

This university project was done with students from different departments.

As the sole design student, my role was to ideate, and develop prototypes for the form and ergonomics of the sensor.

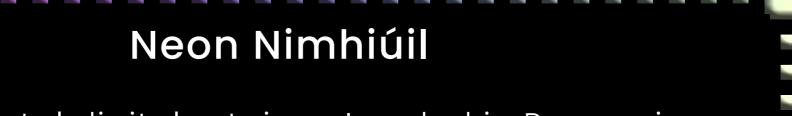






## In 2024, I received a scholarship from the Black Talent in Design & Fasion Fund, sponsored by the VF Corporation.

I created a video, demonstrating my design process and showcasing my distressing and rework of various pieces of scrap denim.



Experimental digital artpiece I coded in Processing.

